Team Average Joes

2019-10-27
SEG3102
Professor Stéphane S. Somé

Christopher Francis 8661478
Jaimin Patel 8721083
Samuel Worrod 8653389
Jordan Benoit

Deliverable 1, Due 2019-10-27

Table of Contents

1.0 Executive Summary

The purpose of this document is to provide our team's initial analysis of the Team Management System (TMS) development organization, requirements, and domain abstractions. Included in the document are the division of team roles, assumptions about the system, UML domain model, analysis mechanisms, and user experience models.

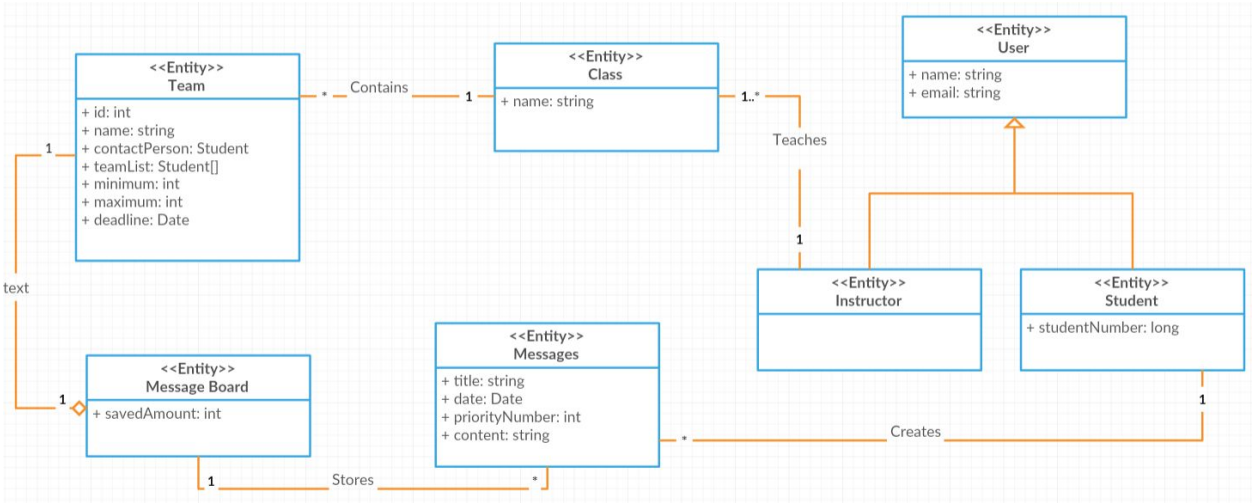
2.0 Team Roles

Member Name	Responsibilities
Samuel Worrod	6. Use Case Storyboard
Christopher Francis	4. UML Domain Model Document Structure
Jordan Benoit	5. Analysis Mechs
Jaimin Patel	1. Executive Summary 2. Team Roles 3. Assumption List 7. References 6. Navigation Map

3.0 Assumptions:

- An individual student can only be a member of one team.
- (Possible) A student that is not part of a team by the deadline is automatically assigned to an incomplete team
- A user can only log into the TMS if they have a student or instructor email and password associated with the client institution
- A student not enrolled in courses can log in, but is not able to see or join any class groups
- A student enrolled in courses can with non-participating instructors can log in, but is not able to see or join any class groups

4.0 UML Domain Model (Class Diagram)



5.0 Analysis Mechanisms

Based off the TMS-TCS requirements

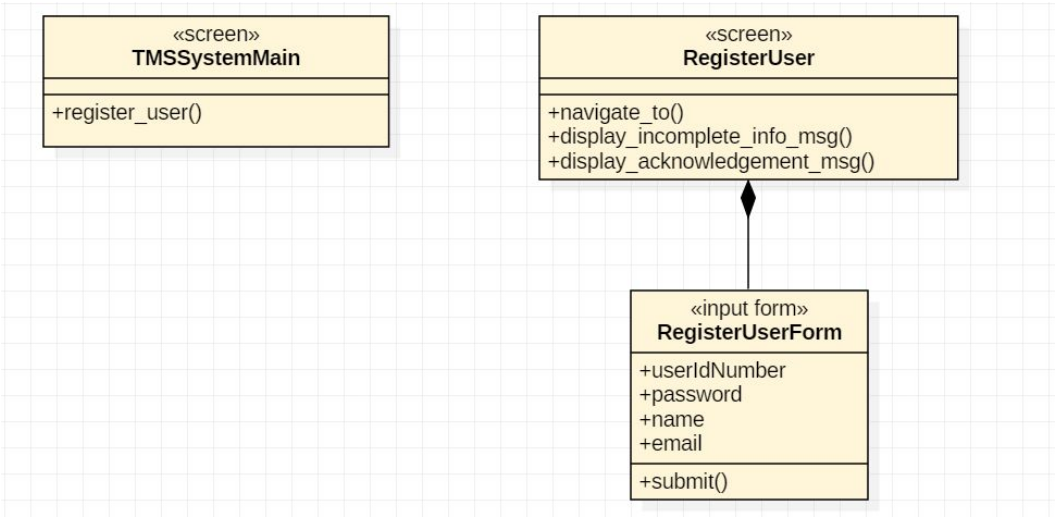
TMS-TCS Requiremnt	Analysis Mechanism	Description
F1.1. F2. F3. F4. F5. F6. F7. F8. F9. F12. F13. F14. F15. F17.	Authorization	The system will make sure that only users with the right credentials will be able to: **(Instuctors)** (F1.1.) start up team creation (F2.) allow modification of team properties (F3.) visualize a list of all teams created for their courses (F4. / F5.) allow a team to have less / more members than the min/max number of students per team (F6. / F7.) allow the addition or removal of a student to a team **(Students)** (F8.) create teams (F9. \ F10.) visualize a list of all teams that are and are not complete. (F12.) visualize all the information about their team (F13.) visualize a list of names of students who

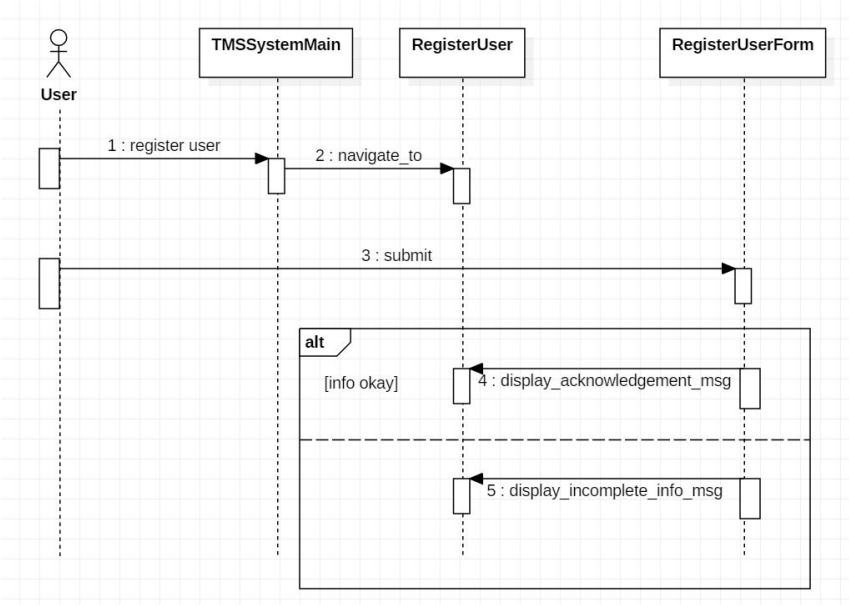
		asked to join their team **(Liaisons)** (F14.) add students from the list of students who asked to join that team as members of the team (F15.) specify another team member as the team liaison **(General)** (F17.) new Users (Instructors, Students) to register
F2.2 F3.1. F3.2. F3.3. F3.4. F8.1	Persistence	The system will ensure that all data entered in regards to teams, students etc. will remain persistent in the system even through manipulation (Ie. addition, removal, update)
F3. F3.2. F3.3 F9. F12.	File Management	The system will provide services for accessing specific files to users with valid authorization Ie. lists of teams, students, etc.
F8.2. F8.3.	Event Management	The system will automatically handle events that require induction. Ex: (F8.2.) A student creating a team shall be automatically a member of that team.
F1. F2. F6. F7. F8. F10. F11. F14. F15. NF8.	Web Request Processing	The system will handle user's requests over the web interface. Requests such as: (F10.) The TMS-TCS shall allow students to ask to be added as members of teams that are not complete.
F16.	Mail	The system will have services to allow applications to send and receive emails. (F16.)The TMS-TCS shall send an email notification to a student when he/she is added to team or removed from a team.

F17.2.	Authentication	The system will verify the users (student, instructor) credentials before giving them access to the system.

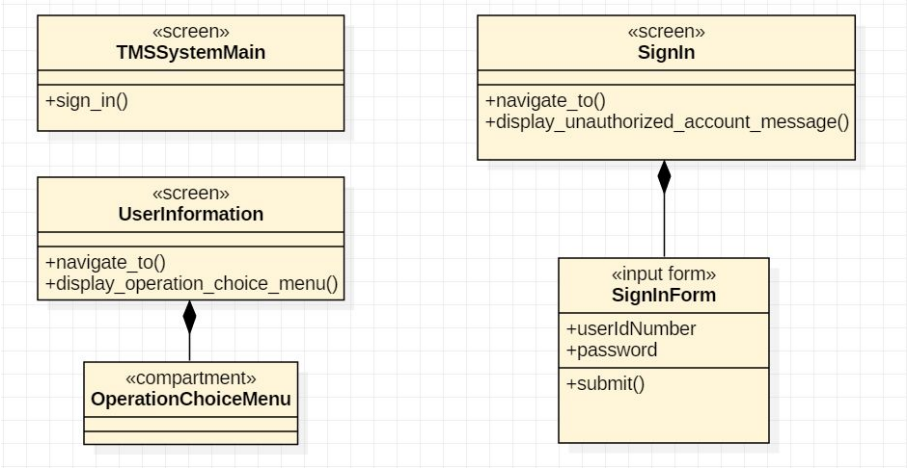
6.0 Use Case Storyboards

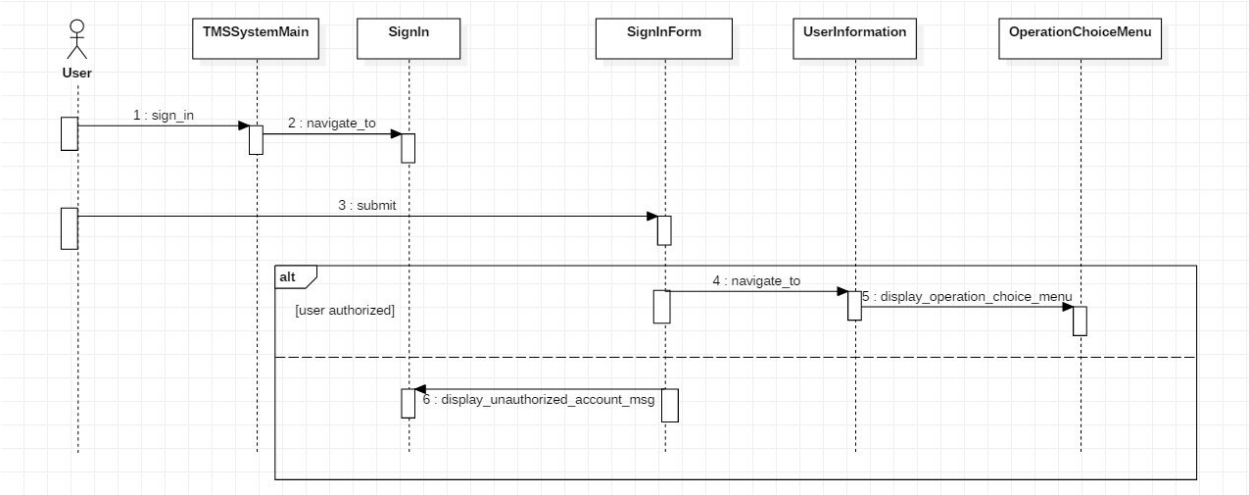
Use Case: Register User



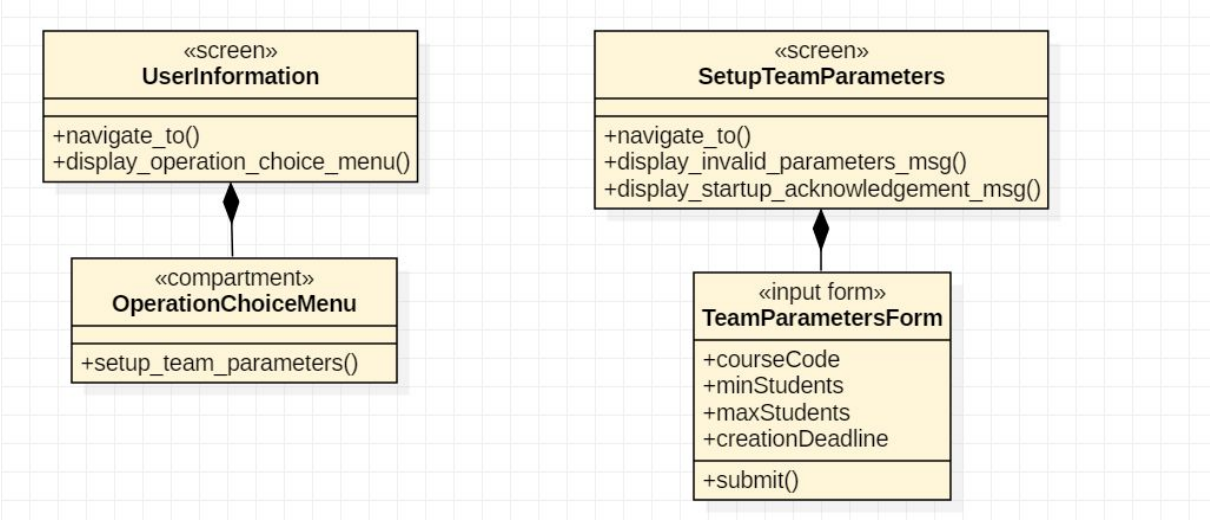


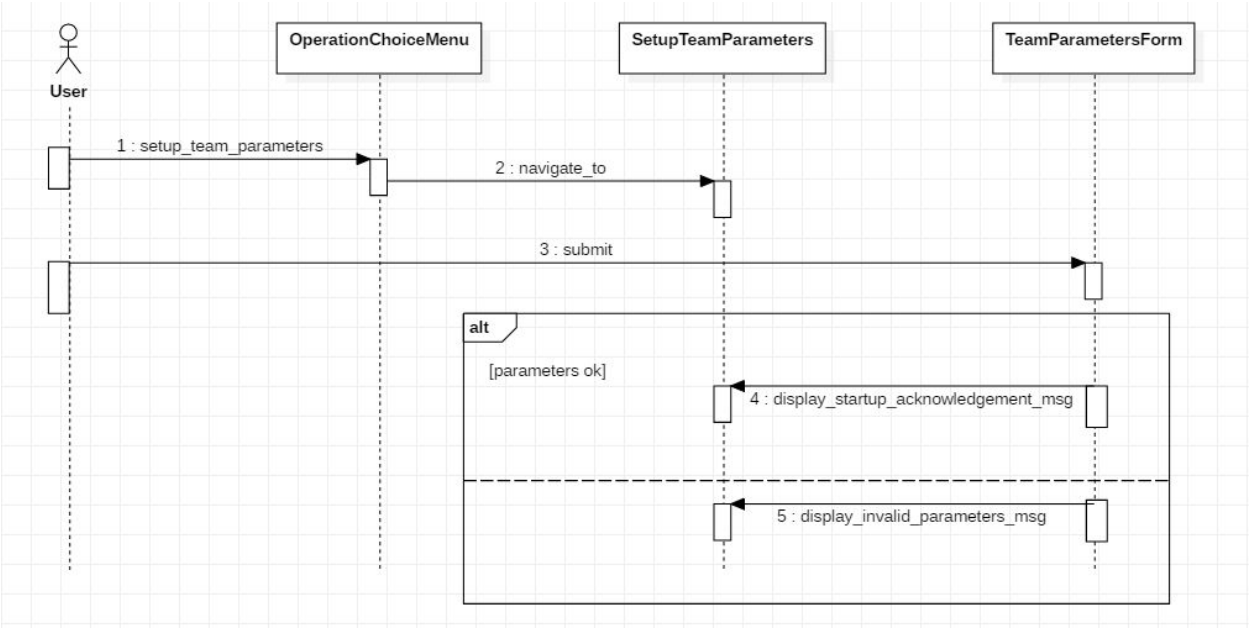
Use Case: Instructor log in



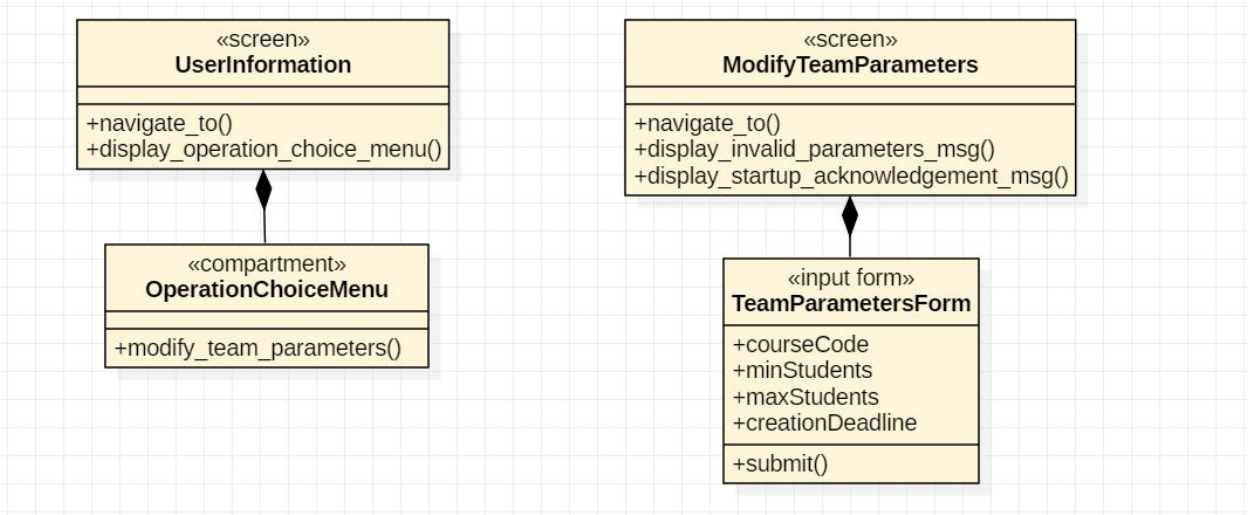


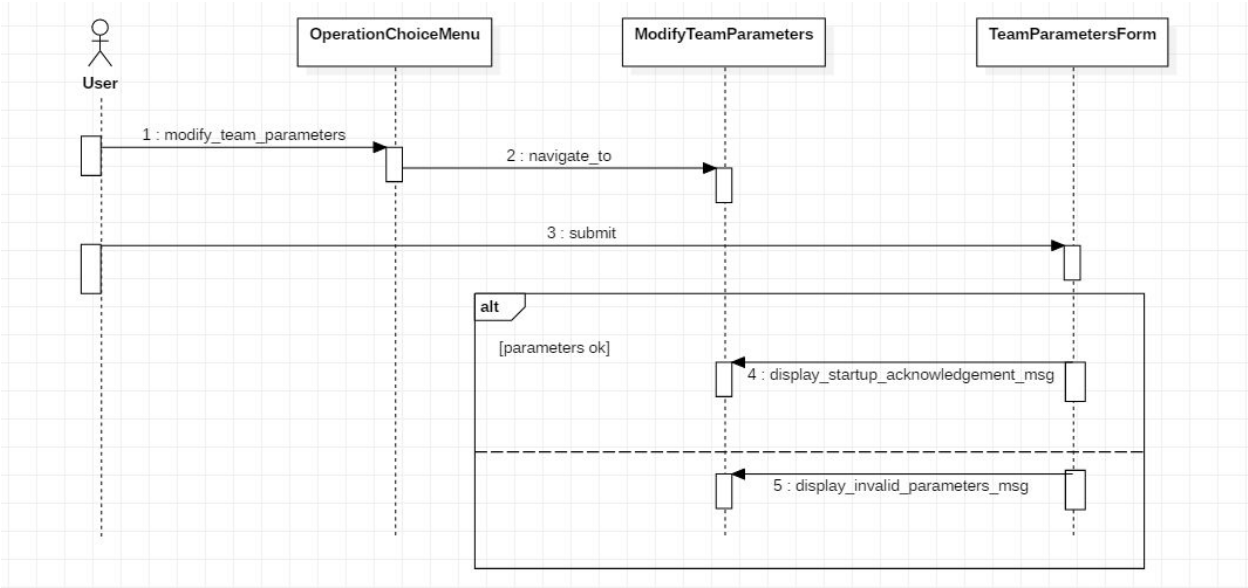
Use Case: Set up parameters



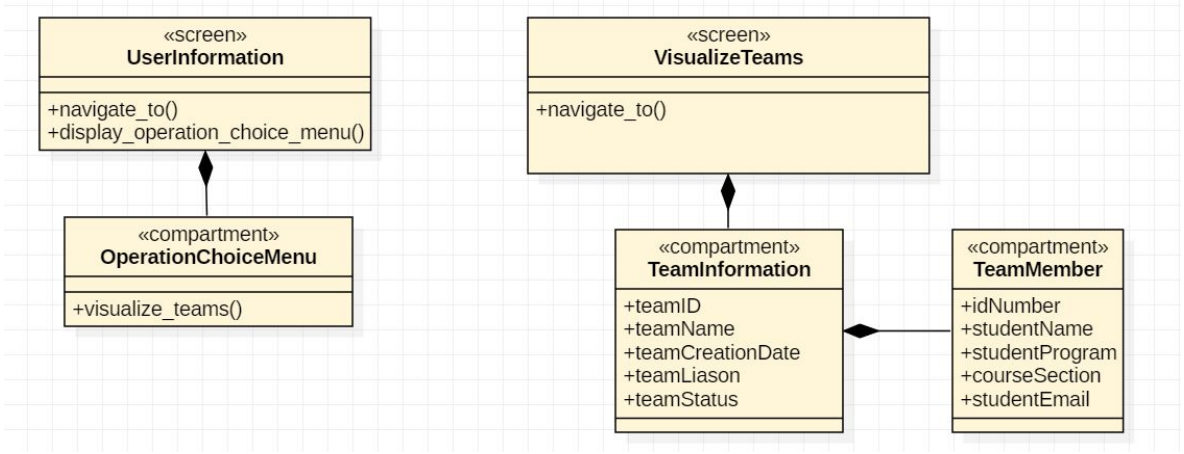


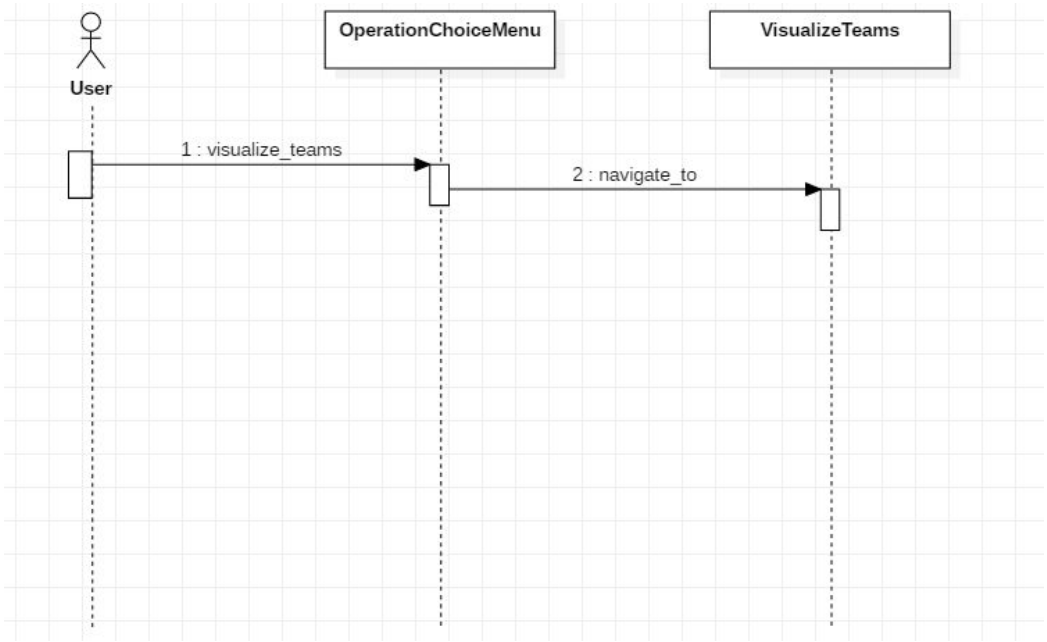
Use Case: Modify parameters



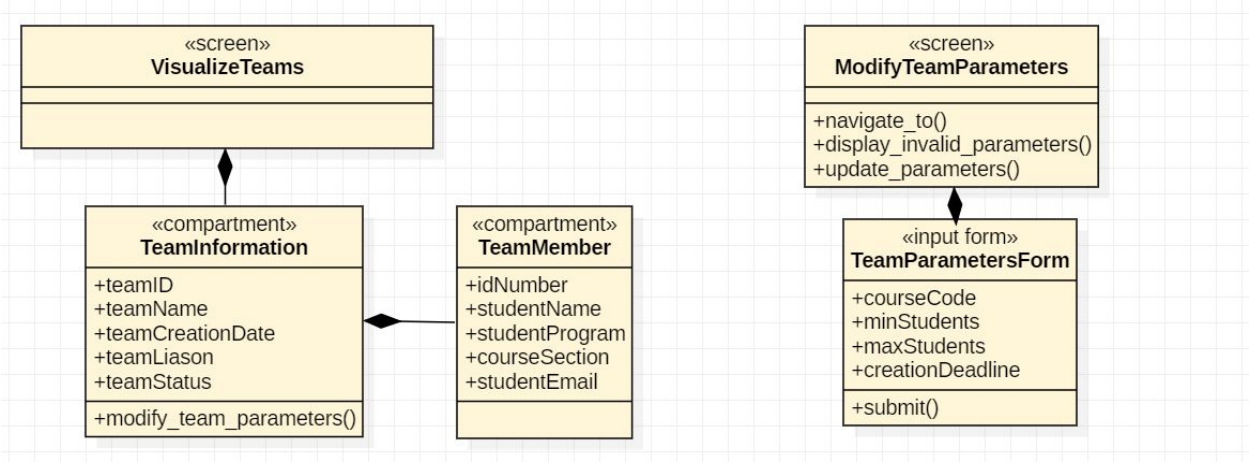


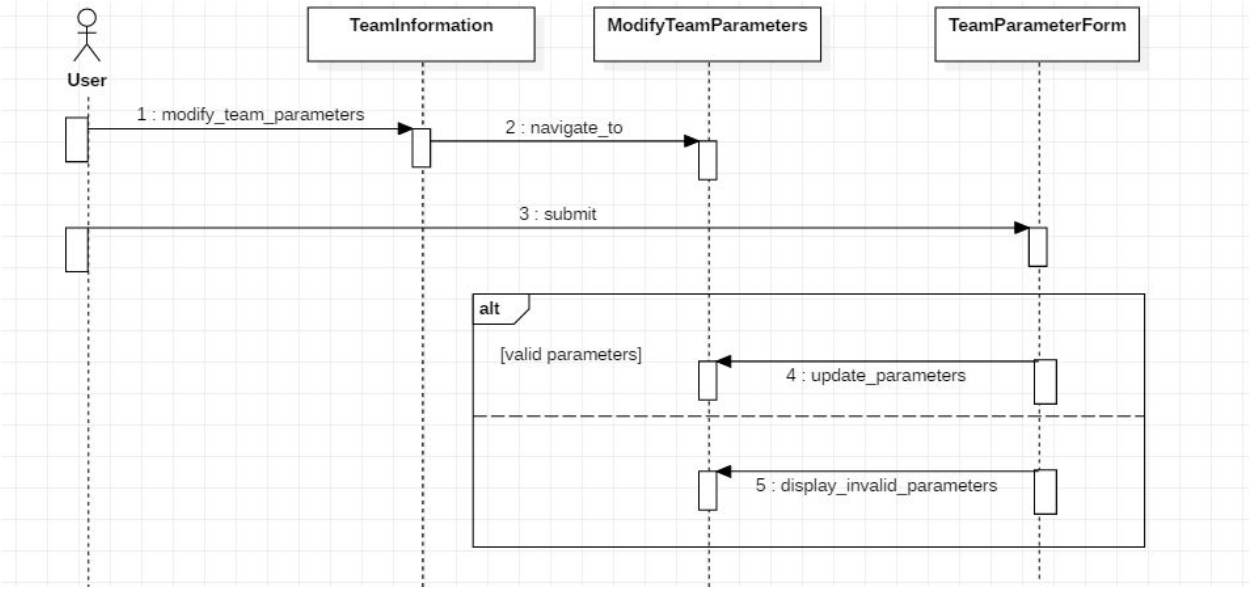
Use Case: Visualize student teams



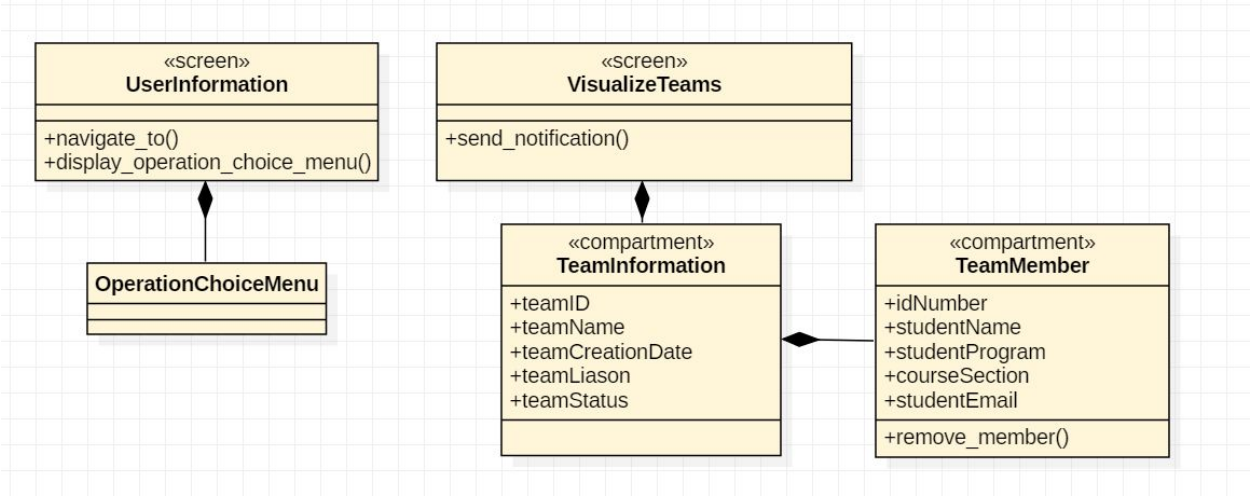


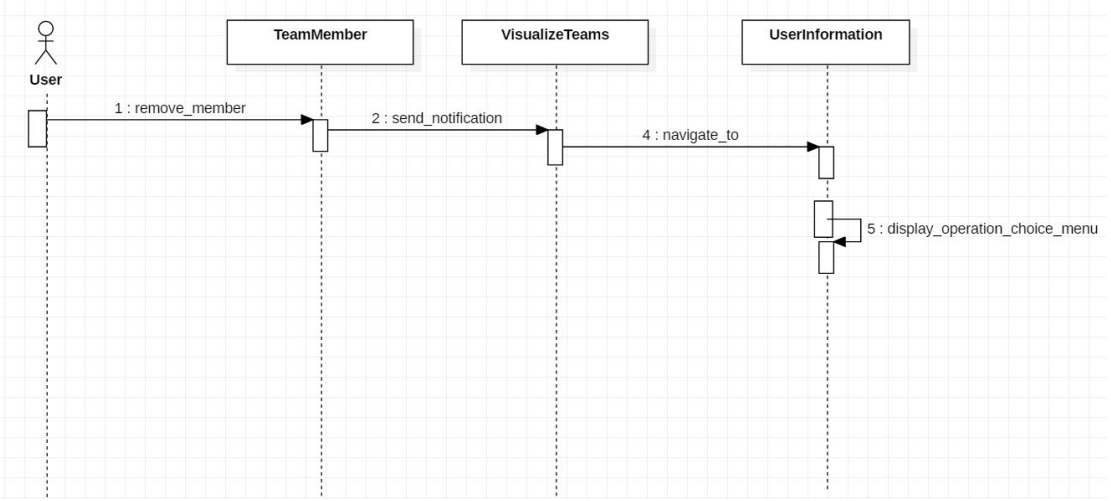
Use Case: Modify a parameter for a team



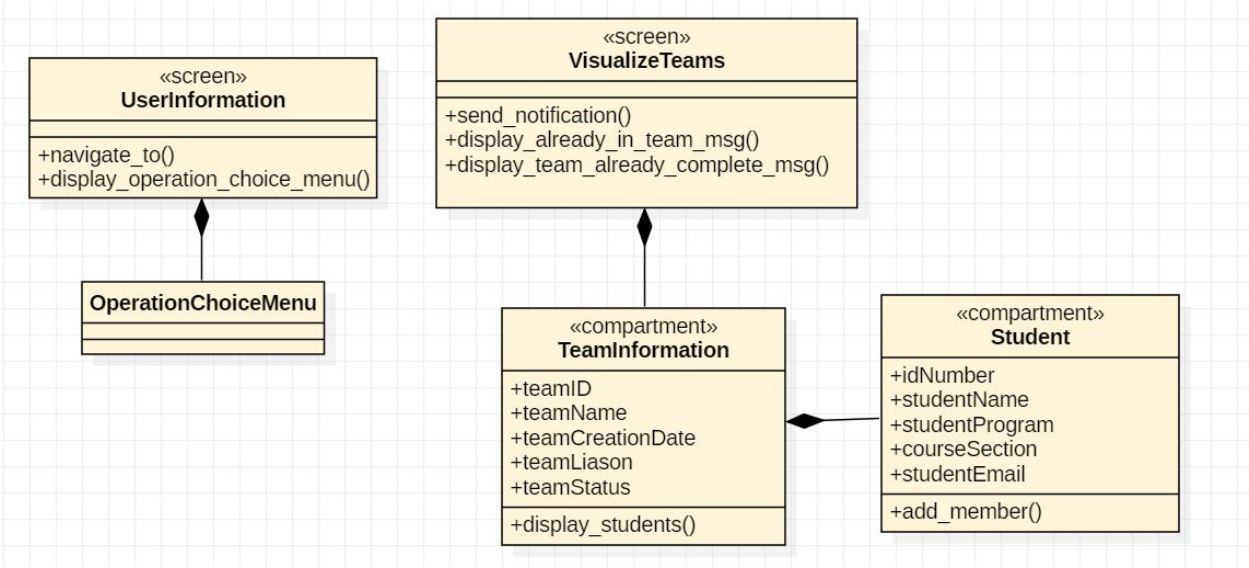


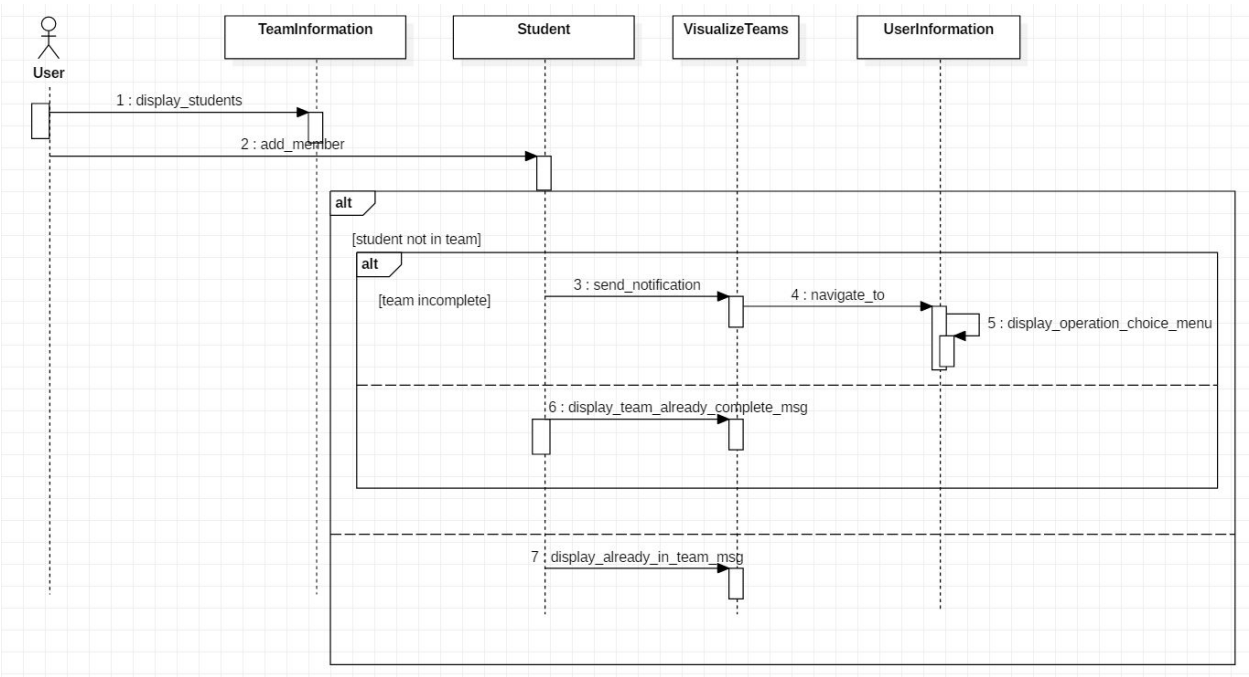
Use Case: Remove member from a team



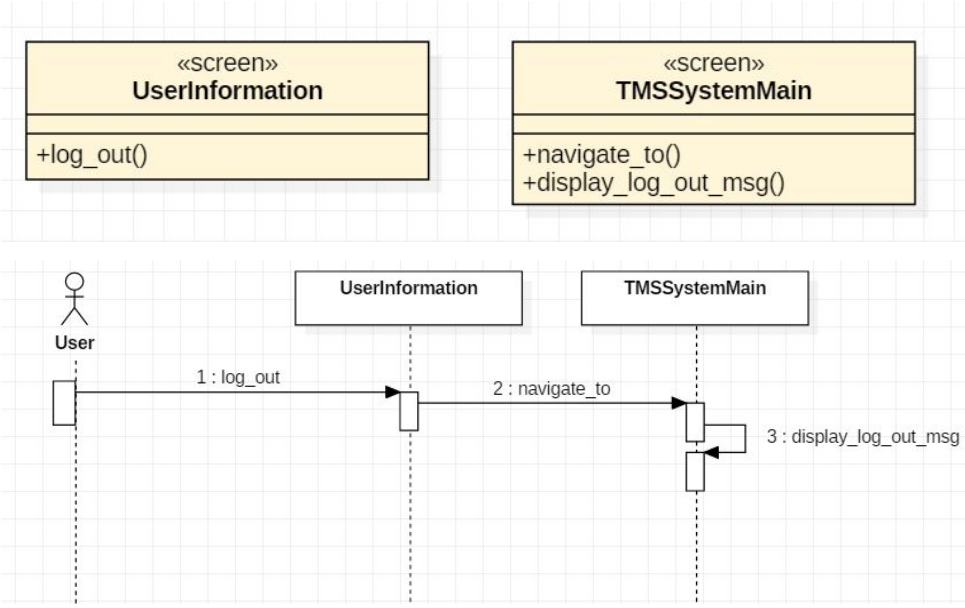


Use Case: Add member to a team

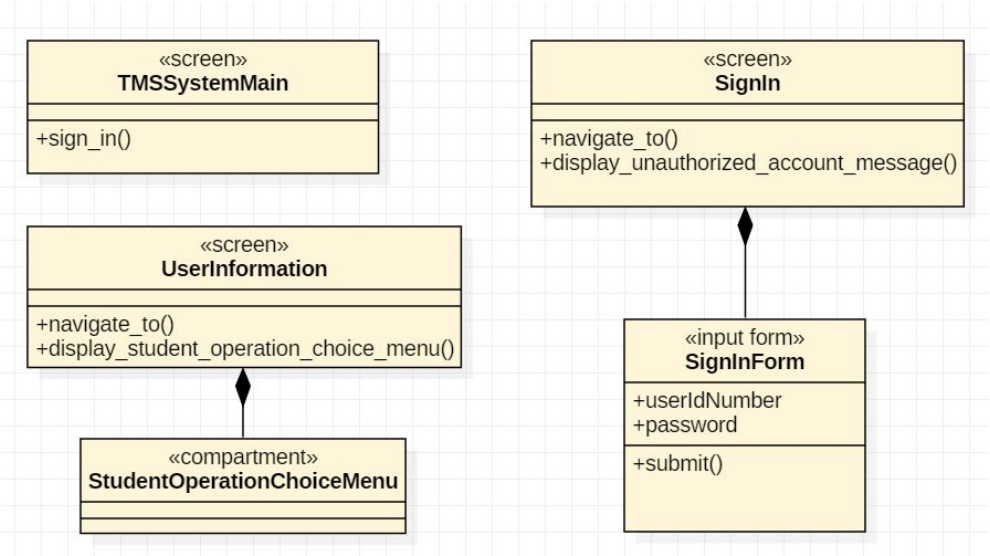


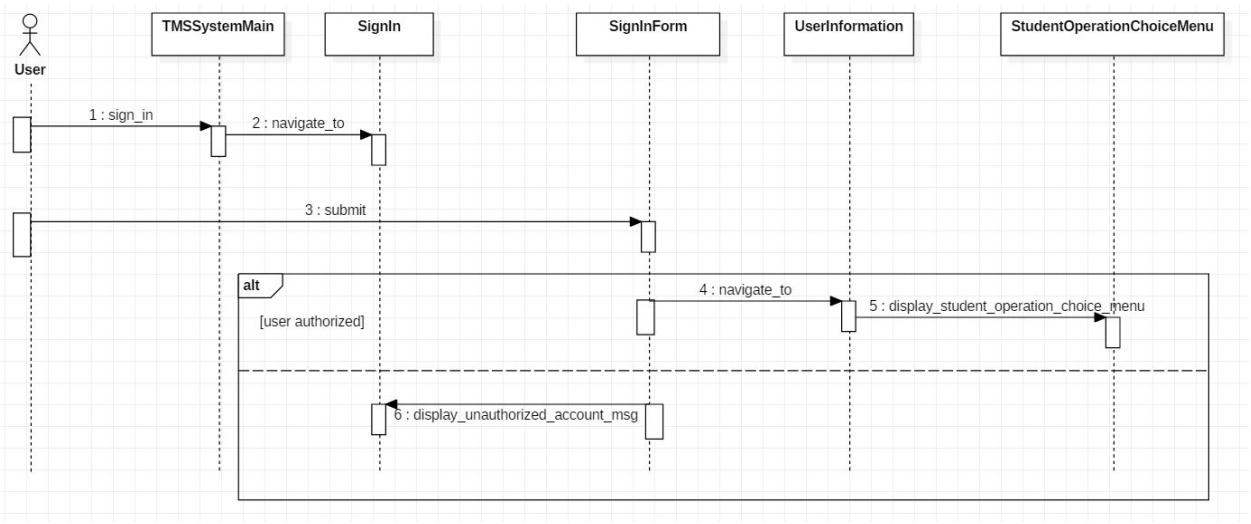


Use Case: Instructor log out

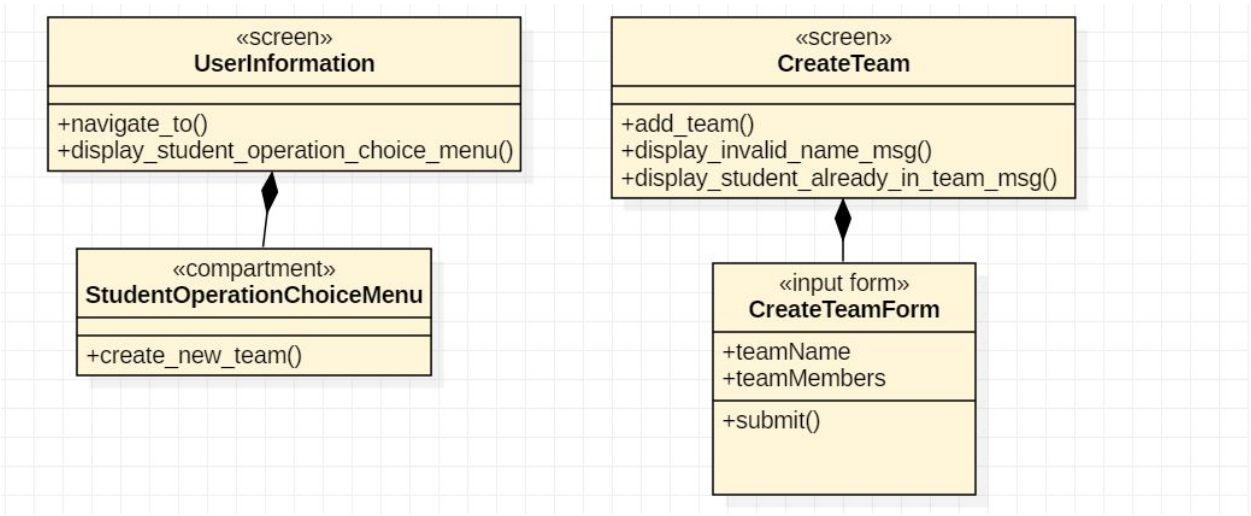


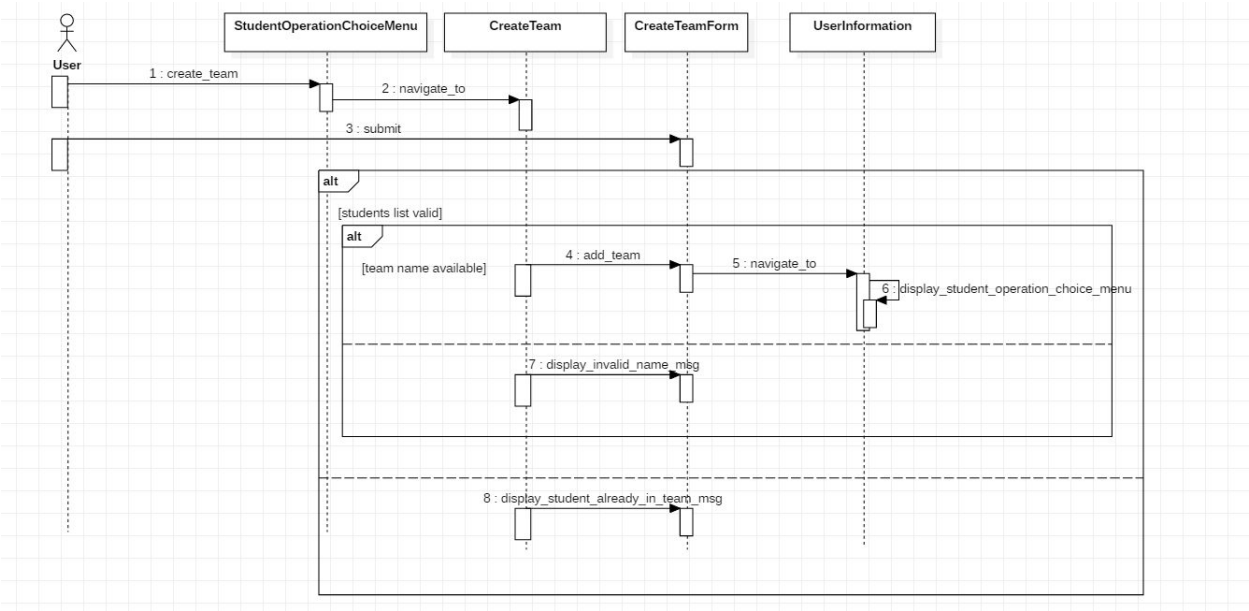
Use Case: Student log in



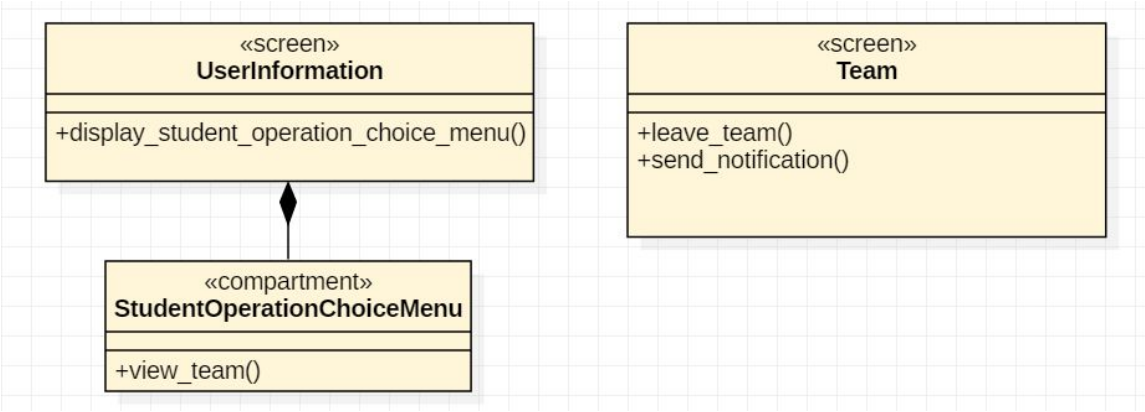


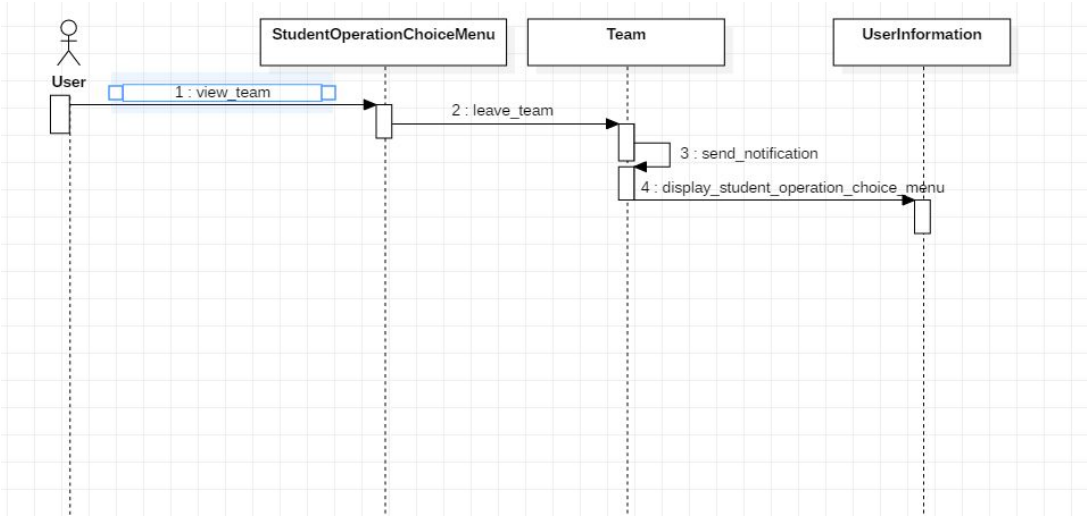
Use Case: Create team



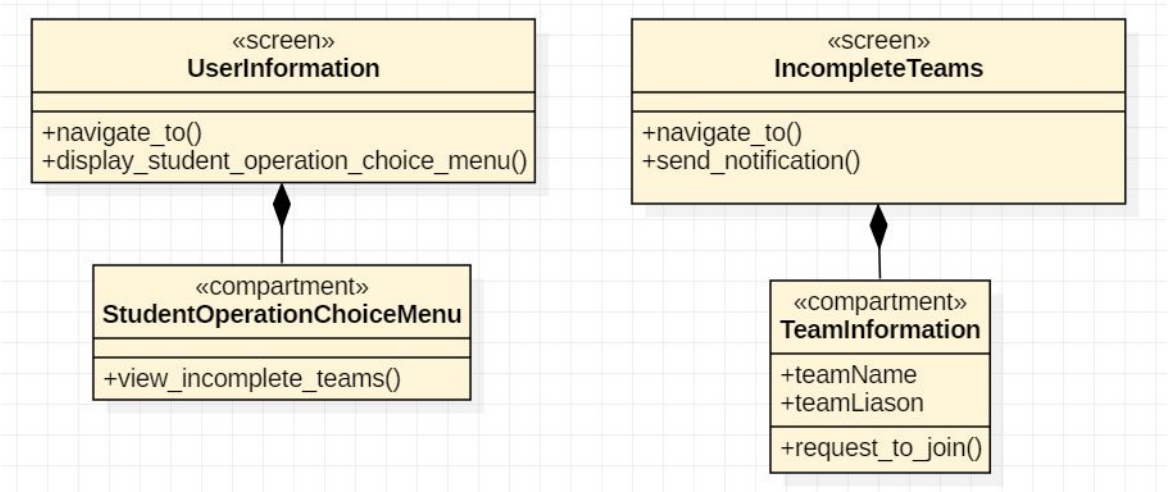


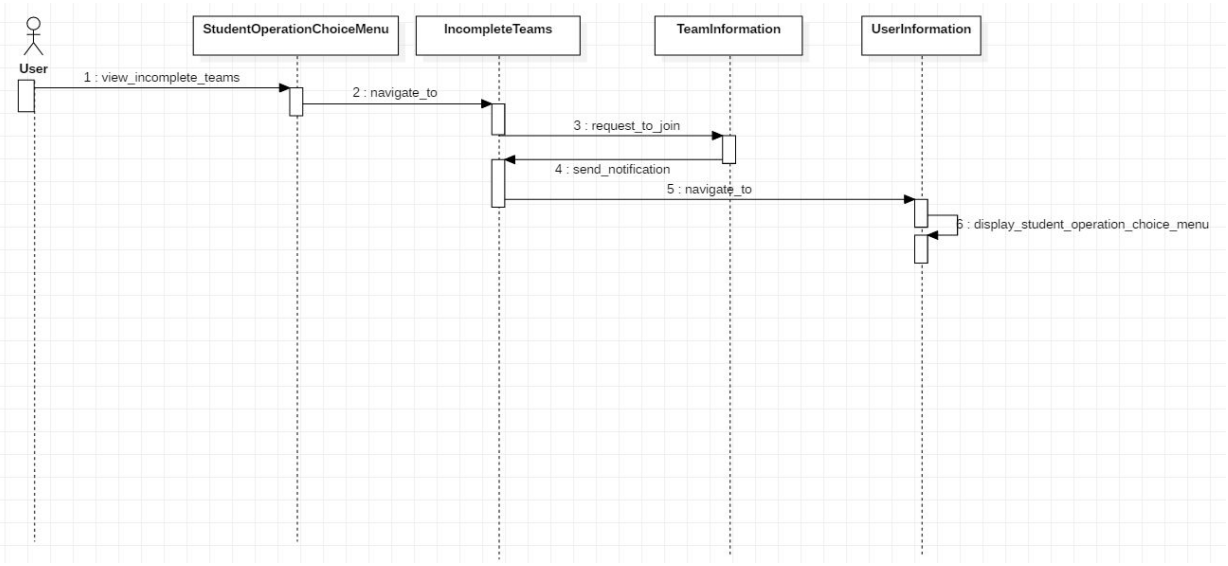
Use Case: Quit team



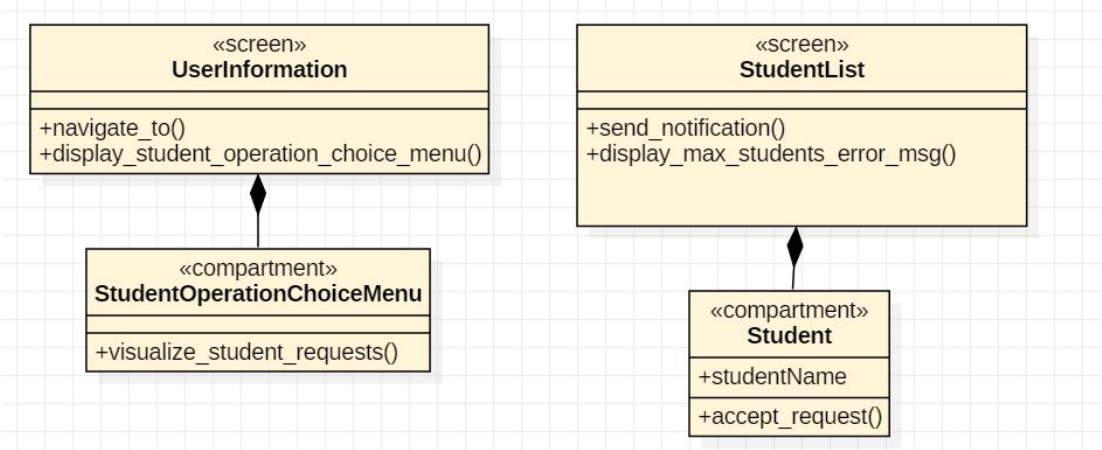


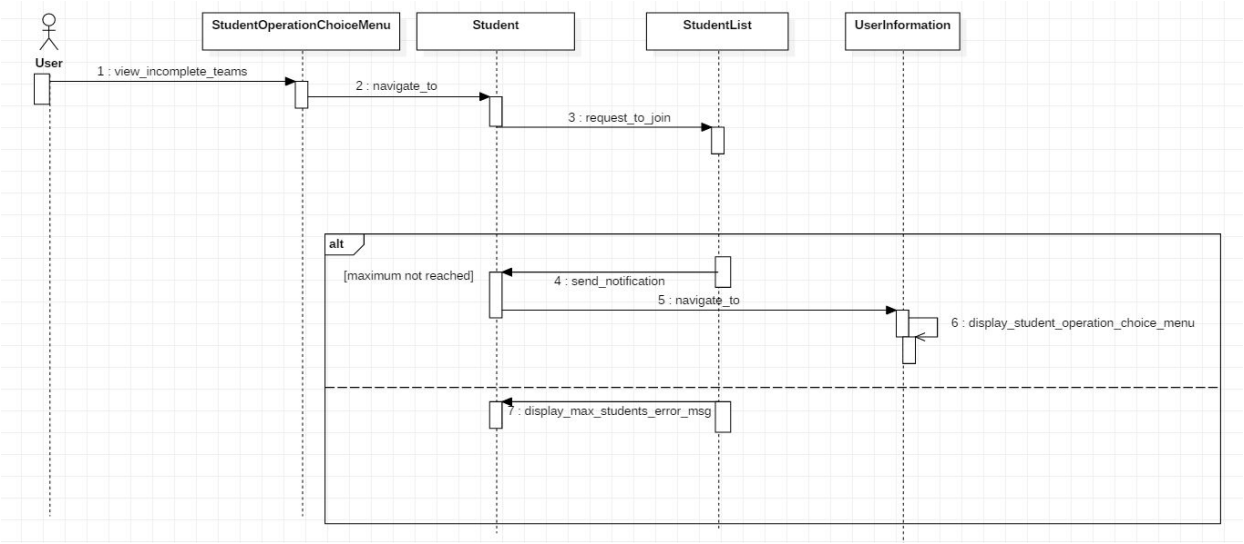
Use Case: Join Team



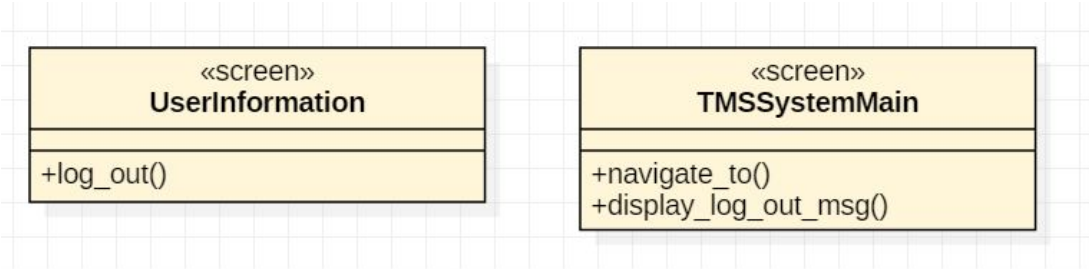


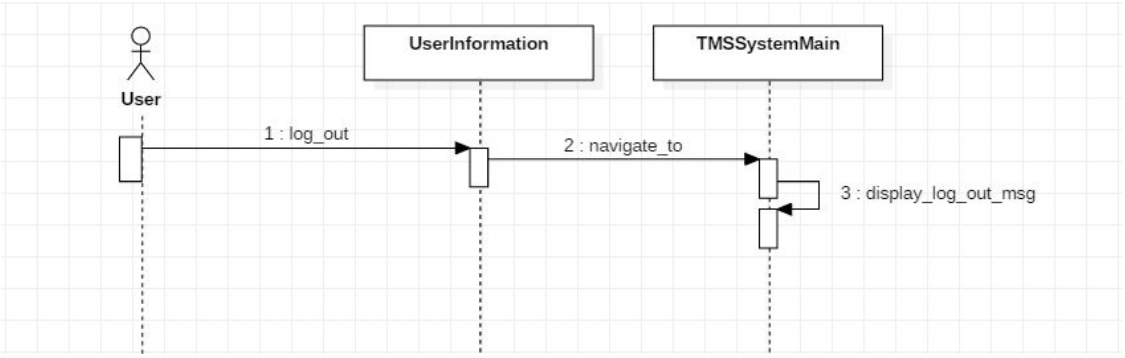
Use Case: Accept new students



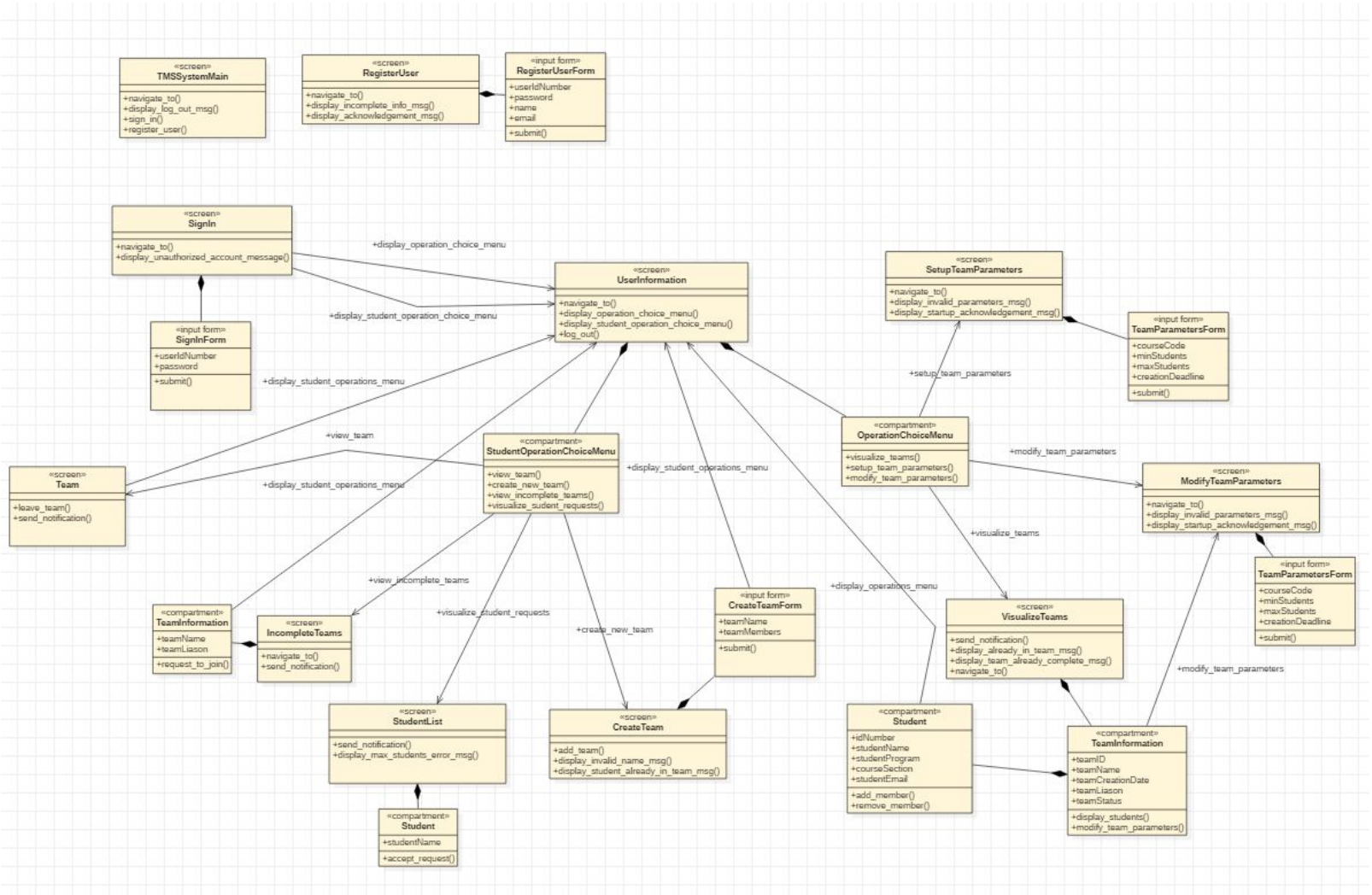


Use Case: Student Log Out




User
UserInformation
TMSSystemMain
1 : log_out
2 : navigate_to
3 : display_log_out_msg

Navigation Map



7.0 References

No references were used in the creation of this document.